Pedr Browne
Front End Developer & Designer

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In over 15 years of experience, I can count on one hand the people I would be 100% confident in recommending, but Pedr's always first on my list. His creative eye, attention to detail in design, and his ability to craft readable and reliable code is second-to-none. Always passionate about his work and a good communicator, he would be a valuable asset to any company.

— *Simon Bailey, Senior Software Engineer TriNetX Inc*

- Solid knowledge of front-end design and development from wireframing though prototyping to the building, refactoring and testing of both web applications and traditional sites.
- ES6+ including **Babel** with an emphasis on functional programming with **Ramda** and **Folktale.**
- Styling with **CSS**, **Sass**, **BEM**, **CSS Modules** and more recently **Styled Components.**
- Component and app development with **React,** and familiarity with **Redux** and **GraphQL.**
- Test-driven development and methodologies including snapshot testing with **Jest**.
- Familiarity with **Webpack** and co-edited SurviveJS:Webpack, written by one of the core team.
- Experience in backend development with **Rails** and **Node**.
- Version control with **Git** and using **Github** and **Bitbucket** including code review workflow.
- Adaptable and learns new technologies quickly and efficiently. Also loves to teach.
- Good eye for design and photography, with experience in print as well as digital.
- Skilled in **Illustrator**, **Photoshop**, **Lightroom** and competent with **InDesign.**

2:1 BA(Hons) In Film from Brunel University. Four A-levels including an A in English Literature.

Employment History

For over ten years I've worked as a freelance Front End Designer and Developer. The following is a selection of clients I've worked for in that time and the types of projects completed for those clients.

Scribblar 2017–
Online Whiteboard Application
- Wire-framed and prototyped new version of legacy Flash application. *Currently in closed Beta*.
- Application development with React, Styled Components and Redux.

TriNetX 2015–2016
Medical Data and Analytics Startup in Boston, USA
- Designed and prototyped UI using Invision and React including complex dashboards and charts.
- Styled Angular components with Sass and CSS Modules.

Intercity 2015–
High-End Design and Branding Agency
- Built and maintained their own site and sites for multiple clients.
- Sass and JavaScript with Rails back-ends using Cloudfront and AWS.

Institute of Development Studies (IDS) 2014–2015
Research Institute
- Designed and built site and archive for a research organisation promoting Women's Rights.
- Designed and build Interactive teaching-resources for universities and community groups.
- Sass and JavaScript with Rails back-ends.

Sayansho 2015–2017
Live Webcasting Platform
- Designed and build Client-facing application for managing Webcasts.
- Sass and JavaScript with Rails back-end.

Next 2009–2011
Highstreet Fashion Retailer
- Built shop components and microsites.
- JQuery, CSS and Flash/Flex.

Websites for Individuals and Businesses 2010–
- Clients including West End Theatre Producer, Feature Film Composer, Developers, Musicians.
- Designed and built sites using CSS, Sass and JavaScript.
- Back-end and CMSs with Rails and static sites with Gatsby and Middleman.

Open Source

Over the last year I've spent a lot of time updating my skill-set and working on a variety of open-source projects. I am a core contributor to Ramda Adjunct, the most popular extension library for Ramda, and I have committed multiple fixes to Gatsby. My own projects, all on Github, include:

- **cssapi** provides sites and apps using CSS-in-JS with a simple mechanism for defining, managing and accessing values used in styles, and across breakpoints, improving consistency and flexibility.
- **gatsby-starter-skeleton** is a full-featured starter site for Gatsby.
- **gatsby-plugin-node-fields** is a plugin for Gatsby offering a simple API for defining defaults, transforming and validating node values.
- **folktale-validations** is a comprehensive functional validation framework for basic value and recursive-object validation and transformation using Folktale's Validation Monad.
- **cssapi-mq** offers a flexible API for rendering Media Queries in applications using CSS-in-JS.
- **jasmine-multline-matchers** are Jest/Jasmine matchers for matching against multi-line strings.

Other Work

I've always mixed web-based work with other more personal projects. You can see some of this work at my other site **unwalked.com**, and a small selection follows.

Echolocator 2014–15
Designed and built a Cocoa-Touch based framework for location-aware iPhone apps and two apps based on the framework, one guiding users around Regents Canal, unlocking recordings of live performances, and an interactive play for Brighton Festival with users manipulating the narrative with their chosen route through the city.

Grasscut 2012–
Since their first release I've worked with critically acclaimed band Grasscut, creating artwork and packaging for all their albums and singles, and making two music videos.

Swatch Prints 2017–
For the last year I've been working on a series of prints based around the analysis of bird-colours and the works of the great landscape painters, using JavaScript to acquire and process image data, and to layout and render PDFs which I sell from my Etsy shop.